

RYAN YOUNG

Software & Network Engineer



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Yass, NSW, Australia

OBJECTIVE

A creative and dedicated entry-level software engineer who wishes to start their professional career in a fast-paced work environment which both challenges and develops their technical and interpersonal skills in a real-world scenario.

EDUCATION

Bachelor of Engineering in Network and Software Engineering (Honours) (344JA)

University of Canberra 2018 - Ongoing Yass, NSW, Australia

- Coursework in Data Structures & Algorithms
- Experience and understanding of both Mobile Technologies and Wireless Networks
- Coursework in Engineering Management and Project Planning
- Experience in the project development lifecycle
- Hands on experience with core concepts of Computer Engineering
- Familiarity with Object-Oriented Software Programming
- Experience in Front-end Web Technologies

High School Certificate (HSC)

Yass High School 2012 - 2017 Yass, NSW, Australia

- Fundamentals of Computer Architecture and Programming
- Familiarity with Pseudo-code and it's benefits
- Ability to work independently and in groups
- Self-directed learning through distance education
- Developed communication skills through my leadership role as house captain

JOB HISTORY

Hospitality Worker

Northside Takeaway 2016 - Ongoing Yass, NSW, Australia

A fast-paced team-based work environment located in my hometown of Yass.

- Developed my ability to teach and lead others
- Gained experience in a fast paced environment
- Highly developed my interpersonal and communication skills
- Matured my time-managing skills

SKILLS

Programming Experience

Java C++ JavaScript Python3 Android Studio

Arduino HTML/CSS/SCSS

PROJECTS

Automatic Language Identification System

03/2019 - 04/2019

A Java based project which utilizes machine learning algorithms to automatically identify the language of inputted text.

- Project graded 100% in Software Tech Class
- Utilises a class based design
- Follows the Google Style Guide specifications
- Implements a multitude of Data Structures

github.com/RyannYoung/Automatic-Language-Identification-System

Personal Portfolio Website

2020 - Ongoing

A front-end side project to display my professional information in a custom made personalised web portfolio

- Functional and responsive website design
- Utilizes JavaScript and JQuery
- Hosted using Google Firebase
- Written from the ground up

ryanjackyoung.com

ACHIEVEMENTS



100% Unit Grade

Obtained a final grade score of 100/100 for the unit **Mobile Technologies**.



98% Unit Grade

Obtained a final grade score of 98/100 for the unit **Software Technology 2**.



High School Sports Captain

Leader of the **winning house**



Class Ranking #1 HSC Physics

Ranked best in class at Yass High School during the HSC (2018)



Class Ranking #2 HSC Software

Ranked second in class at Yass High School

SKILLS

Development Environments

Android Studio

Visual Studio Code

IntelliJ IDEA

Eclipse

Arduino

BlueJ

Project Planning/Management

Trello

Git/GitHub

Lucid Charts

Draw.io

Google Drive

Microsoft Office

Development Frameworks

Bootstrap 4

React

Soft Skills

Team Worker

Motivated

Communicator

Adaptable

Dependable

Critical Thinker

REFEREES

Amanda Eccleston

Employer at Northside Takeaway
(Mobile) +61 421 196 849

April Rayner

Employer at Northside Takeaway
(Mobile) +61 429 594 704

Michelle Vitler

Head Coach/Supervisor at Yass Gymnastics
(Mobile) +61 416 082 365

VOLUNTEERING

Assistant Coach

Yass Gymnastics

📅 2020

The assistant coach role was responsible for class and lesson planning and supervision of young children. This required a level of enthusiasm and competence alongside core teamwork and interpersonal skills.

WRITTEN PAPERS

Improvement of 802.11ax OFDMA Resource Unit Allocation

Assignment Paper

Ryan Young

📅 2020 🔗 bit.ly/2BOtRrM

A novel paper written to propose a new implementation of improving OFDMA is the latest Wi-Fi 6 networks

A Novel, Second-Generation Design to the TCP/IP Protocol Stack

Assignment Paper

Ryan Young

📅 2020 🔗 bit.ly/2NFpbY8

A novel paper to provide a cross-layer design to the current TCP/IP standard through the use of API calls